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A family with an ancient curse...

And the girl who will change their lives forever...

Ever since Tohru Honda discovered the Zodiae secret of the Sohma clan, her eyes have been opened to a world of magic and wonder. But with such a great secret comes great responsibility. When her best friends Hana-chan and Uo-chan come to the Sohma house for a sleepover, Tohru has her work cut out for her keeping the "Cat" in the bag and the "Dog" on a leash.





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Fruits Basket

Volume 2



Natsuki Takaya

Fruits Basket

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Fruits Basket Characters

Shigure Sohma

The enigmatic Shigure keeps a house outside of the Sohma estate where he lives with Yuki, Kyo and Tohru. He may act perverted at times, but he has a good heart, His Zodiac spirit is the Dog.





Kagura Sohma

Stubborn and jealous as her zodiac symbol, the boar, Kagura is determined to marry Kyo...even if she kills him in the process.



The two best friends a girl could hope for. They always look out for Tohru, but they don't know about her new living arrangements...yet.





Yuki Sohma

At school he's known as Prince Charming. Polite and soft-spoken, he's the polar opposite of Kyo. Yuki is possessed by the spirit of the Rat.



Tohrn Honda

The ever-optimistic hero of

in Shigure Sohma's house,

Sohma family who knows about their Zodiac curse.

our story. Recently orphaned, Tohru has taken up residence

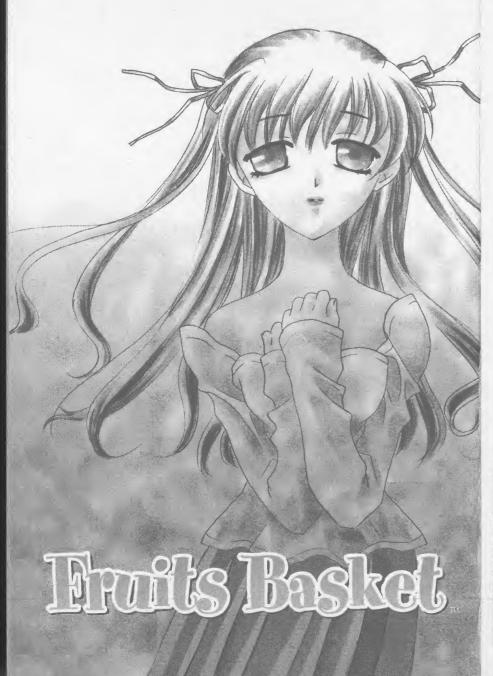
along with Yuki and Kyo. She's

the only person outside of the



Kyo Sohma

Just as the Cat of legend (whose spirit possesses him) was left out of the Zodiac, Kyo is ostracized by the Sohma family. He greatest wish in life is to defeat Yuki in battle and win his rightful place in the zodiac.



STORY SO FAR...

Hello, I'm Tohru Honda and I have come to know a terrible secret. After the death of my mother, I was living by myself in a tent, when the Sohma family took me in. I soon learned that the Sohma family

I soon learned that the Sohma family lives with a curse! Each family member is possessed by the vengeful spirit of an animal from the Chinese Zodiac.

Whenever one of them becomes weak or is hugged by a member of the opposite sex, they change into their Zodiac animal!





ULTRA SPECIAL BLAH BLAH BLAH 1

I get a lot of letters from people asking me to teach them how to play Dai Hinmin. The way I learned was by playing the video game Sakura Wars 2! (ha ha) But the rules I learned were Sakura rules, so I don't think they're the actual rules. Maybe they're regional rules, or something like that. Like how in Final Fantasy VIII, the card game rules change in each city you visit.

















CONSIDERATE

THAT'S A
GREAT
IDEA,
HANAJIMA!

LET'S
GO
TODAY!











Fruits Basket 2 Part 1:

Nice to meet you and hello. This is Takaya. This is volume 2 of Fruits Basket. It's Prince Charming this time (ha!). This is a bit sudden, but how does everyone shorten the title? Furuba? Furubasu? FB? ... I like "FB"; it's kind of like FF (Final Fantasy!) And Furuba makes me think "Furuba=furui basho," which means "old town" and Furubasu makes me think "Furubasu=furui basu, "which means "old bus" (ha!)! Let's agree to shorten it as Furuba. Now, please enjoy volume 2 of Furuba (ha ha)!







































ULTRA SPECIAL BLAH BLAH 2

If you'd like to know what Momiji is saying in German, he says, "What a surprise! How lucky!" "Nice to meet you," "I'm so happy to meet you," and "You're so cute!". This will all make sense shortly! (Ha ha!)

Fruits Basket 2 Part 2:

I'll start from the beginning. This is the story of a video game. That's right, Final Fantasy 8. This has spoilers in it, so if you are in the middle the game or plan on playing it, I recommend that you not read this. Okay? Here I go. Let's go back one game first. I played FF7, and beat it normally. (Oy.) I think, somehow, it was special. I've been playing FF since number 4, but the first time I broke down crying was 7. I had never cried about a game before. It still makes me cry. Whenever I hear Aeris's theme, I cry. And of course I think it's stupid to keep crying, but still. Such sadness and pain and helplessness-why couldn't I have done more? To be continued...

























WHAT THE HELL?













...EVEN JUST A LITTLE...

"...I REALIZE
THAT I NEED
TO DO MY BEST
WITH THE
QUALITIES I
HAVE, EVEN IF I
CAN'T ALWAYS
SEE WHAT
THEY ARE.



















Fruits Basket 2, Part 3:

It seemed like that feeling had almost disappeared. FF7 was too special. At least to me. Yes, yes, back to FF8. There are people who thought the Draw system was unending agony, but I enjoyed it. Anyway, if I didn't Draw, I felt unfulfilled. I would keep Drawing and not try to advance the story. Even when I was about to die. I would keep Drawing and Drawing. Oh, that was nice (ha ha). It's fun. Uh-huh. uhhuh. The cards were fun, too. Laguna-san was cute. I liked Irvine, too. Selphie is criminally adorable... I really love her, Sel-Sel. Sensei enjoys eating monsters like there's no tomorrow (too bad they didn't animate it). The Devour command knocked me out. I love that type of command! And I hate Omega (ha ha)! Why is he hundreds of times harder than the last boss (ha ha)?! I had to keep casting Meltdown to do any damage (ha ha).







ULTRA SPECIAL BLAH BLAH BLAH 3

I've wanted to. I've wanted to do this. CROSS-DRESSING!! (ha ha) Until now, I've been drawing stories that don't have any room tor it, so with Furuba, I thought, "You will do it, Yuki!" (Mind out of the gutter!) But boys with feminine faces are destined to cross-dress (or be made to)...think...if you asked him, I'm sure he'd hate me for it (ha ha).

































































I THINK IT WOULD LOOK GOOD ON YOU, HONDA-SAN.



OUT WITH THIS?

NO, I COULDN'T. ha BUT IT'S BEAUTIFUL. IT'S LIKE A PRINCESS DRESS. ha!















UH...

...A REAL "PRINCE CHARMING."



SHOULD WE GO BACK TO THE CLASS-ROOM?



MORE THAN BEING "CUTE," OR "PRETTY"...





I DON'T KNOW WHAT'S GOING ON, BUT I CAN'T BELIEVE SOHMA-KUN THINKS I'M CUTE!

I-I DON'T KNOW WHAT TO SAY! I DON'T KNOW WHETHER TO FEEL SHOCKED, MOVED, FLATTERED OR UPSET!











ULTRA SPECIAL BLAH BLAH 4

Hatori stands out so much that I originally thought he would be on the cover of volume Z....his personality makes him easy to draw. I feel like he and Shigure are popular as a set. I wonder how Hatori feels about that (laugh).















Fruits Basket 2 Part 4:

I got the feeling that the last bosses in FF were getting weak.... Was it my imagination? I don't mind if they're weak! (Because then it's easier.) "End of Heart" gives me chills. While I was playing FF, I was playing Angelique. I like Sei-lan. And I like Oscar. Whenever Rachel starts dating one of them (especially Sei-lan) I reset the game. Even when she starts going after the other boys, I reset (laugh)! You're all like that too, right? I even played the RPG. Arios (cry). I wanted the two of us to be happy together ... (What happened to Sei-lan?) And now I'm in the middle of Suikoden Z. Actually, I played 1, and I didn't like it much, but 2 is fun! As expected, I like Joury... The name of my group is The Natsuki and Jony Army!











BECAUSE THAT... EVEN THOUGH'HE MIGHTIBE THE ONE... HUH? ...I DON'T KNOW WHAT AKITO IS THINKING... EH?! ARE YOU CRYING?! ...BUT I UNDERSTAND A LITTLE OF HOW HA'RI FEELS. THAT'S WHY... WHY?! ...WHO NEEDS KINDNESS MOST, RIGHT NOW. ...IS PART OF THE CURSE. DID... DID I MAKE TOHRU CRY...? HARI DOESN'T WANT TO SEND TOHRU AWAY LIKE KANA. SORRY... I'M SORRY. HE DOESN'T WANT... 0 0 NO... THAT'S NOT IT. I'M CRYING BECAUSE... ...TOHRU TO BE HURT LIKE KANA WAS. HATORI-SAN IS... ...HE WAS WORRIED ABOUT ME. I'M GLAD... ...TOO KIND A PERSON...





























Omake Theater: This has nothing to do with the manga, but right now I have a fever of 100.4F...













ULTRA SPECIAL BLAH BLAH 5

In reality, the costume for the dance of the Chinese Zodiac is different every year. But here I have Momiji and Yuki wearing the same costume because I thought that if they had different costumes, it would be hard to understand. And on a completely different note, my older sister really liked Hana's line, "May you have good waves next year too..." (laugh). By the way, she seems to really like Kyo. She's a cat-lover.





























Fruits Basket 2 Part 5:

The "Those with Wings" (Takaya-sensei's last manga series before Furuba) CD was released on June 5th. Did you buy it? Did you listen to it? It's a comedy and it's really funny, so I'd really like you to hear it. They got an amazing cast who all did a great job (of course) and I ended up laughing at my own jokes (laugh). When I went to the recording session, I was so nervous I was shaking. I was like, "Wow, the big time!" (laugh). I'm such a fan of Midorikawasan that my friends often tell me, "We know already; you don't have to say it again," and when a certain anime was on and it turned out that he played the new character, my friend called and said, "You must be really happy, Takaya," and as soon as I got off the phone, I sent out a FAX that said that I really was very happy, but now I'm really, really happy! When I met him I shouted, "I love you! I adore you! I'm a huge fan!" (laugh)























SHE JUST SMILED AND TOLD US TO SPEND IT WITH OUR FAMILIES. 000 WHEN SHE SEES THE LIGHTS AND THE DECORATIONS... BACK THENTHE GOING YEAR, THE COMING YEAR... .. HOW DID SHE FEEL. ...REALLY OKAY WITH THAT? BUT... IS SHE... ...SHE CAN'T HELP BUT REMEMBER SEEING THEM WITH HER MOTHER. ARISA AND I BOTH OFFERED... ...TO SPEND IT WITH HER... ...GOING TO BE ALL RIGHT? WHEN SHE WATCHED US LEAVE? ...WHAT WILL BECOME OF POOR TOHRU-KUN? WAS TOHRU-KUN I WONDER HOW SHE'LL FEEL?



I DON'T CARE...

...WHAT THEY DO.









RIGHT NOW.

THAT, HOUSE?





I SIMPLY WANTED TO DO SOMETHING FOR TOHRU-KUN... THAT IS









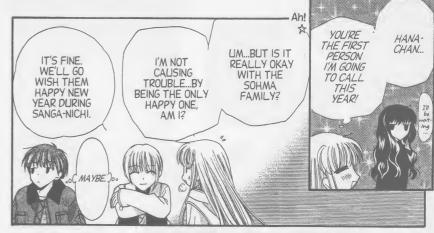


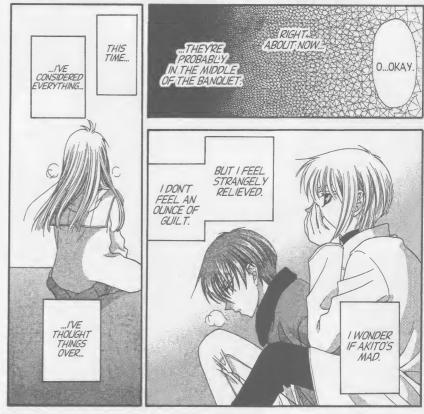












AND LITHINK IT JUST MIGHT BE...

...TO GREET THE NEW YEAR WITH HER.

Yeah, yeah. Keep wishing. This year
I'm going
to beat
that damn
rat!

Happy New Year!



Chapter 12





ULTRA SPECIAL BLAH BLAH 6

Starting in this chapter, Hatori's hair is longer...I'm sure Akito told him not to cut it...I don't think Hatori will meet Kana after this. Even if Hatori could meet her again, I don't think he'd want to.















Fruits Basket 2 Part 6:

I usually don't have a clear idea of characters' voices, and when I do, it's rare. I say that, but even from Chapter 1, I imagined Midorikawa-san's voice for Raimon in my head. I also imagined his voice for Tamaki in Gen'ei Muso... (laugh). I never thought I would hear it in real life ...! < sob> (sparkle) As for Furuba...well, I think I've daydreamed enough and need to tell myself to wake up. Sorry... (There aren't any plans to.) But, but! Kouda-san as Kotobuki is explosively adorable! (More than the original Kotobuki.) Midorikawa-san as Raimon is wow ...! Ok, I need to calm down ... And Shouka and Yu and Hare and Rokuro and Addy and Yan and Fear and Tooya and Hilt fit the images perfectly, so I'm really happy!! I really, really want people to hear it! I'll be even more happy if people tell me they liked it. Thank you to all the voice-over actors who took time out of their busy schedules to be on this CD!













HERHEART FEULIUL NO MATTER WHAT I SAID OR DID...

...SHE DID NOTHING BUT CRY.

> I COULDN'T EVEN BLAME AKITO.

JUST ERASE HER MEMORIES.

YOU HAD NO PROBLEM WITH THE OTHERS.

YOUR MEMORY SUPPRESSION SKILLS WOULD BE HELPFUL NOW, WOULDN'T THEY?

> IT WAS THE **CURSE**.

AND SO, SHE FELL ILL ...SHE FELL ILL.

MHY WOULD I GIVE HIM To You?! WOULD I PONT NEED YOU! KANA-CHAN, HURRY! HELP HATORI... YOU CAN'T EVEN BREAK THE CURSE! I PON'T NEED YOU! IF HATORI AKITO! I DON'T! Contraction of the second GOES BLIND I DON'T IT'S YOUR FAULTI IT'S YOUR EAGLT! IT'S YOUR FAULT! IT'S YOUR





PLEASE... PLEASE... EVEN IF
I DIE
SURROLINDED
BY SNOW
I HAT
NEVER
MELTS... ...PLEASE LET HER... ...FIND SOMEONE WHO CAN MAKE HER HAPPY. HATORI-SAN! THERE'S ...I DON'T CARE. ...NOTHING THERE TO HURT ANYMORE. HATORI-SAN...











Next time in...



Hot Springs and Cold Feet

It's Valentines Day and you know what that means—lots of chocolates for the cutest boys at school! But who will score the most-- hotheaded Kyo or "prince charming" Yuki? Of course the kind-hearted Tohru, guest of the Sohma family, has chocolates for everyone! But when White Day comes around, what will the Sohma family give back?

Fruits Basket Volume 3 Available Now



SOCIAL STATUS

The first player who is out of cards is dubbed the "Dai Fugo," or very rich man. Other variations on the rules call this person the President, King, or the Great Dalmuti. The last player to be left with any cards is known as the "Dai Hin Min," or very poor man. You can also use other derisive terms such as peon, beggar, scum, or a--hole.

While it's not part of the basic Dai Hin Min rules, many variations also give titles to the players based on their rank. So if you use "King" as your model, you might have King, Duke, Knight, Merchant, and Peon as your ranks. More importantly, the players of higher status are entitled to enjoy and generally abuse their power over the lower ranking players. You can also add to the fun by having players wear hats based on rank, with the leader wearing a crown and the loser wearing a dunce cap.

Between hands, players move seats based on ranks. The Dai Fugo selects the most comfortable chair; second place sits to the left, and so on around to the Dai Hin Min who sits to the Dai Fugo's right, probably on a crate or packing case.

The Dai Hin Min is responsible for shuffling, dealing and clearing away the cards when necessary. As the players are now seated clockwise in order of rank, the first card is dealt to the Dai Fugo, and so on down.

When the deal is complete, the Dai Hin Min must give his or her highest card to the Dai Fugo, and the Dai Fugo gives back in exchange any card that he or she does not want. Second place trades with second from last, etc. If there are an odd number of players, the middle player doesn't swap. (Variation: swap 2 cards per round)

The Dai Hin Min then leads any card or set of cards and the game continues as before.

END OF GAME

If scoring, set a target score (say 11 points). The game ends when someone reaches it.

VARIATIONS

Shibari

If a player follows a play with a card of the same suit, that player may declare "shibari," or "binding," which means that all other players must follow suit in order to play. For example, if Hanajima plays a seven of clubs and Tohru trumps it with a nine of clubs, she can declare shibari on clubs, and only clubs can be played. This variation can work with doubles and triples, too. Example—Kyo plays a six of clubs and a six of hearts. Uo trumps that with a eight of diamonds and an eight of hearts. She can declare shibari on hearts so that each subsequent play must have a heart plus any other. Double shibari or triple shibari can be declared if two or three suits match. Shibari's are only effective for the hand in which they are played.

Revolution!

If four of a kind are played, it is called a revolution. When this happens, the rank of cards is reversed. From that point on, lower values now trump higher values until there is another revolution.

Dai Fugo makes the rules!

Another fun variation is to let the Dai Fugo add an extra rule each round (or cancel an existing rule). The rules will likely make it easier for the Dai Fugo to keep winning or humiliating for the loser, but in Dai Hin Min, as in life, it's not always fair. But remember Karma—what comes around goes around, and you won't stay on top forever...

There are many other variations to Dai Hin Min and its Western equivalents, and the rules are slightly different depending on whoever you ask. For other variations, and rules on similar games, visit www.pagat.com, the web's leading resource for card games.

How to Play Rich Man, Poor Man (Dai Hin Min / Dai Fugo)

OBJECTIVE

The aim is to get rid of all your cards as soon as possible.

PLAYERS AND CARDS

About 4 to 7 people using a standard 54 card pack with jokers. The suits are irrelevant and the cards rank, from high to low with deuces high: 2 A K Q J 10 9 8 7 6 5 4 3. Jokers are wild

DEAL

The game is played clockwise. All the cards are dealt out. Some players may have one more than others,

PLAY

The player to dealer's left starts by leading (face up) any single card or any set of cards of equal rank (for example, three fives). Each player in turn must then either pass (i.e. not play any cards), or play face up a card or set of cards which beats the previous play.

A single card is beaten by any higher single card. A set of cards can only be beaten by a higher set containing the same number of cards. So for example, if the previous player played two sixes, you can beat this with two kings, or two sevens, but not with a single king, and not with three sevens (though you could play two of them and hang onto the third).

It is not necessary to beat the previous play just because you can -- passing is always allowed. Also passing does not prevent you from playing the next time your turn comes round



Year of the Rat: Behind the Whiskers

ľM

CRITICAL

Rat

Years*: 1936, 1948, 1960, 1972, 1984, 1996, 2008, 2020, 2032 Positive Qualities: charming, imaginative, ambitious, sentimental, generous (to loved ones), frugal Negative Qualities: hot-tempered, overly critical, prone to gossip, pack-rat Suitable Jobs: sales, writing, publicity Compatible With: Dragons, Monkeys,

Must Avoid: Horses (and cats) Ruling Hours: 11 PM to 1 AM

Season: Winter

Ruling Month: December Sign Direction: North Fixed Element: Water Corresponding Western Sign: Sagittarius

The rat was at a disadvantage during the Zodiac race, but with his nimble abilities and smarts was able to land the coveted first place spot in the Chinese Zodiac. For people born in the year of the rat, this win spells some degree of financial freedom (if they don't marry a sheep), but their hearts will always remain true to family and friends. After all, friends are one thing that the rat can never have enough of.

Cheerful and always optimistic, Rats love living in groups and will gladly let a friend or relative crash for any amount of time, be it a night or ten years. Freeloading is not an issue because a rat can always find some kind of work that needs to be done. Even when someone swindles them, rats seldom hold a grudge. They simply just lock the bad

memory away in their hearts. Keeping their loved ones close and happy is what matters most. Ironically though, rats also hold onto an exorbitant amount of trinkets and mementos from past experiences. This 'pack rat' mentality is detrimental though since rats often pick up or buy things they really never needed in the first place.

An interesting facet of the rat's personality is that they love to ask questions and have great memories, though they often single out NOT THAT the small nit-picky details and gloss over the other nicer points. It is a minor character flaw, but this

cunning insight does tend make a person born in the rat year a particularly excellent writer.

While misfortune does not befall the rat often, whenever it does strike, a rat will have little to fear since an escape route was always carefully factored into their clever plans. Potential dangers are sizedup and quickly faced down with their fearless attitude, cool demeanor and quick wits. For the rat, perseverance is one of their keys to success. After all, no matter how fleeting success is ... success is still success.

Celebrity Rats

Ben Affleck Mandy Moore Alice Cooper Scarlett Johansson Rizzo the Rat



* Note: If you were born in January or early February, then chances are you are probably the animal of the preceding year. The only way to know for certain is to know on which day Chinese New Year's was held. For example, this year (2004) the Chinese New Year began on January 22, so the first three weeks of January were still year of the sheep.

131.3 pu-pu-pu: (stifled laughter) 135.1 bag: Supermarket- Come on by! 136.4 pori-pori: scratch-scratch 138.2 pashii x3: fwip x 3 kashi-kashi-kashi: 139.1



THESE LITTLE "PLUS SIGNS" ARE MEANT TO REPRESENT A THROBBING VEIN. OVER THE YEARS, THESE HAVE BECOME A VISUAL SHORTCUT IN MANGA FOR ANGER. IN THE FRUITS BASKET ANIME, SHIGURE POKES FUN AT HIS EASY GOING PERSONALITY BY HOLDING AN ANGER MARK IN FRONT OF HIS FACE TO SHOW HIS RANGE.

	munch munch munch
139.6	pata: clack
141.4	don: thump
150.1	gashin: crash
150.5	zun-zun-zun: stomp stom
151.2a	kya-kya-kya: bicker bicker
151.2b	zun-zun-zun: stomp stom
151.3	zun-zun-zun: stomp stomp
152.2	pori-pori: scratch-scratch
154.1	BASHIN: SLAM
156.1	HAx2: pantx2
170.2	tsuru: slip
170.5	gan: thunk
171.1a	dosaa: thud
171.1b	bon: poof
185.1	dosaa: thud

86.3b	dotann: thump
86.5	basah: flutter
87.2	zawa-zawa: chatter chatter
87.3	zawa-zawa-zawa: chatter chatter
87.4	gyuu: clench
88.1	kiran: sparkle
89.2	go: punch
91.1	pasha: flash
92.3	gabaa: flop
97.5	pin-pon-pan: (intercom bell)
98.5	suu: fwip

ZAWA-ZAWA

THE SOUND OF A CROWD. IF YOU SEE "ZAWA"S IN A CLASS-ROOM, IT PROBABLY MEANS THAT CLASS HASN'T STARTED YET. EITHER THAT, OR A

60.5

64.2

67.1

72.2

75.2

75.3

76.2

77.2

81.1

81.5

82.6

83.2

84.3

85.4

86.3a

bikuu: eep!

gaa: blush

pachii: spark

keke: cackle

ninaka: shoop

piku: twitch

fuii: turn

don: bam

pah: pop

bon: poof

gashaa: grab

zawa-zawa: chatter chatter

gya-gya: chatter chatter

dota-dota: clatter-crash

gachan-tata-dota-bacha: bang-clatter-crash-bang

TEACHER CAN'T CONTROL HIS OR HER STUDENTS!

99.2	dokii: badum (heartbeat)
99.5	kirii: sparkle
00.1	dokii: badum (heartbeat)
.00.2	doki-doki: badum-badum
	(heartbeat)
02.1	gara: clatter
04.1	dohki-dohki: badum-badum
	(pounding heartbeat)
04.2	dohki-dohki: badum-badum
	(pounding heartbeat)
05.1	kara-kara: rattle rattle
06.3	ha-ha-fu: huff-huff-pant
06.4	pata-pata: pitter patter
06.5	kara-kara: rattle rattle
07.4	hah: gasp
10.2	dokii: badum (heartbeat)
09.4	pata-pata: pitter patter
13.3	kara-kara: rattle rattle
21.3	kochi: plunk
22.1	dokii: badum (heartbeat)
22.5a	"pu, bu: (stifled laughter)"
22.5b	pu-pu-pu: (stifled laughter)
27.1	dokin: badum (heartbeat)
27.2	dokin: badum (heartbeat)
27.3	dokin-dokin: badum badum
	(heartbeat)
29.2	GU: SNORE

SOUND EFFECT INDEX

THE FOLLOWING IS A LIST OF THE SOUND EFFECTS USED IN FRUITS BASKET. EACH SOUND IS LABELED BY PAGE AND PANEL NUMBER, SEPARATED BY A PERIOD. THE FIRST DESCRIPTION IS THE PHONETIC READING OF THE JAPANESE, AND IS FOLLOWED BY THE EQUIVALENT ENGLISH SOUND OR A DESCRIPTION.

			•
34.5	fura-fura: dazed	9.2a	basa-basa: tumble
35.2	da-da-da-da: dash	9.2b	gonn: bonk
35.3	dan: whack	10.3	doko: dump
36.3	dohki-dohki: badum-badum	12.4	pata-pata: pitter patter
	(pounding heartbeat)	12.5	gara: clatter
37.4	jin: teary stare	14.4	bag: Crunchies
42.1	zawa-zawa-zawa: chatter chatter	15.2	bari-bari; pari-pari: munch crunch
43.1	zawa-zawa: chatter chatter	17.1	dohki-dohki: badum-badum
43.3	gann: wham		(pounding heartbeat)
43.4	mera-mera-mera: crackle crackle	17.4	gotoh: clunk
	(burning rage)	18.4	ga-gan: (shock)
47.3	gan: wham	19.1	kandou: impressed
47.4	zawa-zawa-zawa: chatter chatter	19.4	pata-pata: pitter patter
48.3	biku: eep!		I I I
48.4	doki-doki: badum-badum		
	(heartbeat)		DOKI-DOKI
52.3a	zuruben: slip bam		
53.3b	gann: wham	1 11	ONE OF THE MOST COMMON
55.3	kiss (in german)	1	SOUND EFFECTS IN MANGA,
56.1	dah: dash	2	"DOKI-DOKI" IS THE SOUND OF A



'DOKI-DOKI" IS THE SOUND OF A POUNDING HEARTBEAT. IT'S USED TO INDICATE A TENSE, EMOTIONAL SITUATION.

20.1	patan: close (door)
22.4	gara: clatter
22.6	don: ta-da!
24.3	gyaa-gyaa: bicker
27.2	zusa: trip
27.3	gaba: (paníc)
28.3	pasa: plop
33.3a	carton: You'll drink it all day
	long! Maibuum Milk. There's
	just not enough!
33.3b	patan: close (door)
34.3	GU: SNORE
34.4	hiiiii: cringe